NEUTRAL



Name:	Peasant	Halfling	Rogue	Boar	Nomad	Mummy	Troll
Health-	1	4	10	15	30	30	40
Speed-	3	5	6	6	7	5	7
Attack-	1	4	8	6	9	7	14
Defense-	1	2	3	5	8	7	7
Damage-	1	1-3	2-4	2-3	2-6	3-5	10-15
Cost-	10	40	100	150	200	300	500
Shots-	0	24	0	0	0	0	0
Fly-	No	No	No	No	No	No	No
Special-	No	Yes	Yes	No	Yes	Yes	Yes



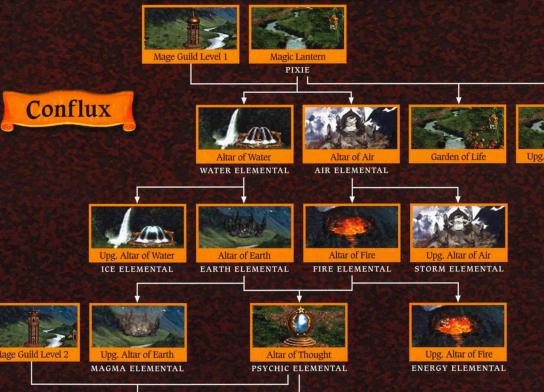
Name:	Sharpshooter	Enchanter	Gold Golem	Diamond Golem	Catapult	Ballista	First Aid Tent	Ammo Cart
Health-	15	30	50	60	1000	250	75	100
Speed-	9	9	5	5	0	0	0	0
Attack-	12	17	11	13	10	10	0	0
Defense-	10	12	12	12	10	10	0	5
Damage-	8-10	14	8-10	10-14	0	2-3	0	0
Cost-	400	750	500	750	0	2500	750	1000
Shots-	32	32	0	0	24	24	0	0
Fly-	No	No	No	No	No	No	No	No
Special-	Yes	Yes	Yes	Yes	No	No	No	No



Name:	Faerie Dragon	Rust Dragon	Crystal Dragon	Azure Dragon
Health-	500	750	800	1000
Speed-	15	17	16	19
Attack-	20	30	40	50
Defense-	20	30	40	50
Damage-	20-30	50	60-75	70-80
Cost-	10000+8 Gems	15000+14 Sulfur	20000+10 Crystal	30000+20 Mercury
Shots-	0	0	0	0
Fly-	Yes	Yes	No	Yes
Special-	Yes	Yes	Yes	Yes

OF MIGHT AND MAGIC* ARMAGEDDON'S BLADE

Creature Generator Build Order



Upg. Altar of Thought
MAGIC ELEMENTAL
FIREBIRD

3DO NEW WERLD COMPUTING



A Conflux is home to the Elementalist and Planeswalker. Composed primarily of elemental creatures, the Conflux does offer home to the Sprites and the elusive Phoenix. What makes Conflux towns unique is their emphasis on creatures of mid-range power. Generals continue to debate if this is the strategic strength or weakness of such towns. Regardless, all agree it takes an astute commander to effectively lead a Conflux army.

SPRITE

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PRC-5051-001

CASTLE



Name:	Pikeman	Archer	Griffin	Swordsman	Monk	Cavalier	Angel
Health-	10	10	25	35	30	100	200
Speed-	4	4	6	5	5	7	12
Attack-	4	6	8	10	12	15	20
Defense-	5	3	- 8	12	7	15	20
Damage-	1-3	2-3	3-6	6-9	10-12	15-25	50
Cost-	60	100	200	300	400	1000	3000
Shots-	0	12	0	0	12	0	0
Fly-	No	No	Yes	No	No	No	Yes
Special-	No	No	Yes	No	No	Yes	Yes

DUNGEON



Name:	Troglodyte	Harpy	Beholder	Medusa	Minotaur	Manticore	Red Dragon
Health-	5	14	22	25	50	80	180
Speed-	4	6	5	5	6	7	11
Attack-	4	6	9	9	14	15	19
Defense-	3	5	7	9	12	13	19
Damage-	1-3	1-4	3-5	6-8	12-20	14-20	40-50
Cost-	50	130	250	300	500	850	2500+1 Sulfur
Shots-	0	0	-12	4	0	0	0
Fly-	No	Yes	No	No	No	Yes	Yes
Special-	Yes	Yes	Yes	Yes	Yes	No	Yes

FORTRESS



Name:	Gnoll	Lizardman	Serpent Fly	Basilisk	Gorgon	Wyvern	Hydra
Health-	6	12	20	35	70	70	175
Speed-	4	4	9	5	5	7	5
Attack-	3	5	6	11	10	14	16
Defense-	5	6	8	11	14	14	18
Damage-	2-3	1-3	2-5	6-10	12-16	14-18	25-45
Cost-	50	110	220	325	525	800	2200
Shots-	0	12	0	0	0	0	0
Fly-	No	No	Yes	No	No	Yes	No
Special-	No	No	Yes	Yes	No	No	Yes

CASTLE UPGRADES



Name:	Halberdier	Marksman	Royal Griffin	Crusader	Zealot	Champion	Archangel
Health-	10	10	25	35	30	100	250
Speed-	5	6	9	6	7	9	18
Attack-	6	6	9	12	12	16	30
Defense-	5	3	9	12	10	16	30
Damage-	2-3	2-3	3-6	7-10	10-12	20-25	50
Cost-	75	150	240	400	450	1200	5000
Shots-	0	24	0	0	24	0	0
Fly-	No	No	Yes	No	No	No	Yes
Special-	No	Yes	Yes	Yes	Yes	Yes	Yes

DUNGEON UPGRADES



Name:	Infernal Troglodyte	Нагру Над	Evil Eye	Medusa Queen	Minotaur King	Scorpicore	Black Dragon
Health-	6	14	22	30	50	80	300
Speed-	5	9	7	6	8	11	15
Attack-	5	6	10	10	15	16	25
Defense-	4	6	8	10	15	14	25
Damage-	1-3	1-4	3-5	6-8	12-20	14-20	40-50
Cost-	65	170	280	330	575	1050	4000+2 Sulfur
Shots-	0	0	24	8	0	0	0
Fly-	No	Yes	No	No	No	Yes	Yes
Special-	Yes	Yes	Yes	Yes	Yes	Yes	Yes

FORTRESS UPGRADES



Name:	Gnoll Marauder	Lizard Warrior	Dragon Fly	Greater Basilisk	Mighty Gorgon	Wyvern Monarch	Chaos Hydra
Health-	6	12	20	40	70	70	250
Speed-	5	5	13	7	6	- 11	7
Attack-	4	5	6	12	11	14	18
Defense-	6	7	8	12	16	14	20
Damage-	2-3	2-3	2-5	6-10	12-16	18-22	25-45
Cost-	70	130	240	400	600	1100	3500+1 Sulfur
Shots-	0	24	0	0	0	0	0
Fly-	No	No	Yes	No	No	Yes	No
Special-	No	No	Yes	Yes	Yes	Yes	Yes

INFERNO



NECROPOLIS



Yes

Yes

No

Yes

No

Yes

Yes

Yes

No

Special-

No

Yes

Yes

Yes

RAMPART											
Name:	Centaur	Dwarf	Wood Elf	Pegasus	Dendroid Guard	Unicorn	Green Dragon				
Health-	8	20	15	30	55	90	180				
Speed-	6	3	6	8	3	7	10				
Attack-	5	6	9	9	9	15	18				
Defense-	3	7	5	8	12	14	18				
Damage-	2-3	2-4	3-5	5-9	10-14	18-22	40-50				
Cost-	70	120	200	250	350	850	2400+1 Crystal				
Shots-	0	0	24	0	0	0	0				
Fly-	No	No	No	Yes	No	No	Yes				
Special-	No	Yes	No								

INFERNO UPGRADES



NECROPOLIS UPGRADES



3-5 15-30 5-8 11-15 25-50 230 500 600 1500 3000+1 Mercury 24 No No Yes Yes Yes Yes Yes Yes Yes

RAMPART UPGRADES

Damage-

Cost-

Shots-

Special-

1-3

70

0

No

Yes

2-3

125

No

Yes



Name:	Centaur Captain	Battle Dwarf	Grand Elf	Silver Pegasus	Dendroid Soldier	War Unicorn	Gold Dragon
Health-	10	20	15	30	65	110	250
Speed-	8	5	7	12	4	9	16
Attack-	6	7	9	9	9	15	27
Defense-	3	7	5	10	12	14	27
Damage-	2-3	2-4	3-5	5-9	10-14	18-22	40-50
Cost-	90	150	225	275	425	950	4000+2 Crystal
Shots-	0	0	24	0	0	0	0
Fly-	No	No	No	Yes	No	No	Yes
Special-	No	Yes	Yes	Yes	Yes	Yes	Yes

STRONGHOLD



TOWER



	CONFLUX											
				Ê								
Name:	Pixie	Air Elemental	Water Elemental	Fire Elemental	Earth Elemental	Psychic Elemental	Firebird					
Health-	3	25	30	35	40	75	150					
Speed-	7	7	5	6	4	7	15					
Attack-	2	9	8	10	10	15	18					
Defense-	2	9	10	8	10	13	18					
Damage-	1-2	2-8	3-7	4-6	4-8	10-20	30-40					
Cost-	25	250	300	350	400	750	1500					
Shots-	0	0	0	0	0	0	0					
Fly-	Yes	No	No	No	No	No	Yes					
Special-	No	Yes	Yes	Yes	Yes	Yes	Yes					

STRONGHOLD UPGRADES



TOWER UPGRADES



CONFLUX UPGRADES



Name:	Sprite	Storm Elemental	Ice Elemental	Energy Elemental	Magma Elemental	Magic Elemental	Phoenix
Health-	3	25	30	35	40	80	200
Speed-	9	8	6	8	6	9	21
Attack-	2	9	8	12	11	15	21
Defense-	2	9	10	8	11	13	18
Damage-	1-3	2-8	3-7	4-6	6-10	15-25	30-40
Cost-	30	275	375	400	500	800	2000+1 Mercury
Shots-	0	24	24	0	0	0	0
Fly-	Yes	No	No	Yes	No	No	Yes
Special-	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control of the Control							